



**OWNER'S MANUAL FOR
ARUZE, MACY, ELECTRACOIN,
UNIVERSAL**

USING YOUR PACHI-SLO SLOT MACHINE

Welcome to your new game! Let's take a moment and cover a few of the basic steps to start operation.

GETTING STARTED

1. Plug in the machine.
2. Locate the on/off switch. [This is usually inside on the power supply, which, depending on your specific model is either on the bottom left next to the hopper, or in the top.]
[SEE DIAGRAM ON PAGE 3]
3. Turn it on.

Now you need to fill the hopper with some medals. This will enable the machine to pay off the winnings. To do this, pull on the bottom of the hopper so that it slides partially forward. Most models will just slide forward, but some models may need to have a release lever pressed. Pour in approximately 250-500 medals. Then slide the hopper back in place and shut the door.

TO PLAY

Look at the front panel. The INSERT METAL (or COIN) light should be flashing. Insert 1-3 medals in the slot. Notice that one medal will light the middle pay line, a second medal will light the other two horizontal lines, and a third medal will light the two diagonal lines.

To start the reels, press the spin lever down; to stop the reels, press the individual button located directly beneath each reel.

[CONTINUED ON PAGE 5]

Diagram 1 (external view)

1. MAX BET button
2. CREDIT/PAY OUT button
3. BET indicator lights
4. START lever (black knob)
5. Reel stop buttons
6. Reels
7. Payout tray
8. Coin entry
9. Front door release / optional reset (on some models)
10. LED credit display
11. Bonus mode light
12. Bonus mode level
13. Bonus mode countdown

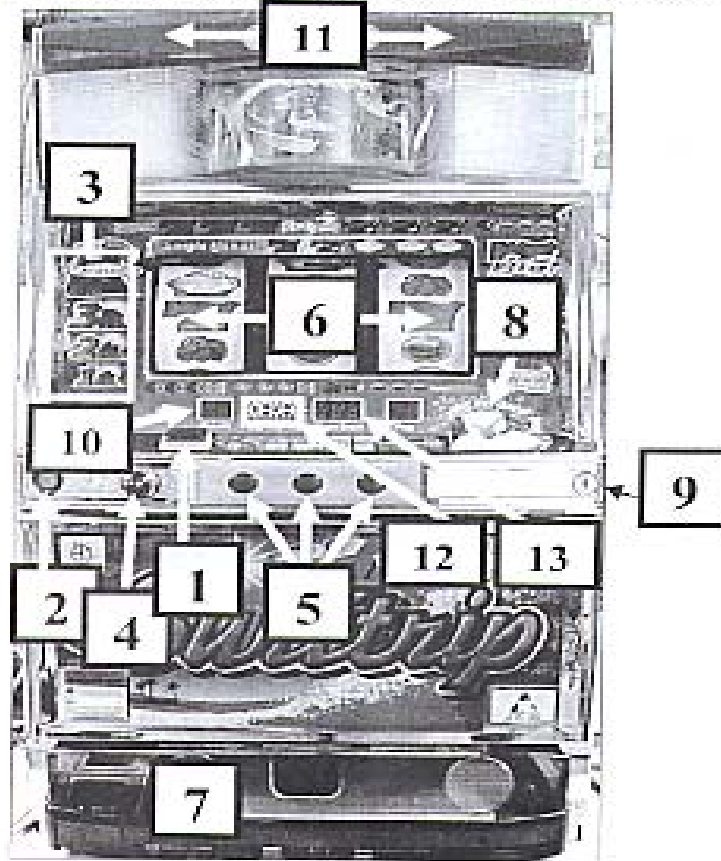
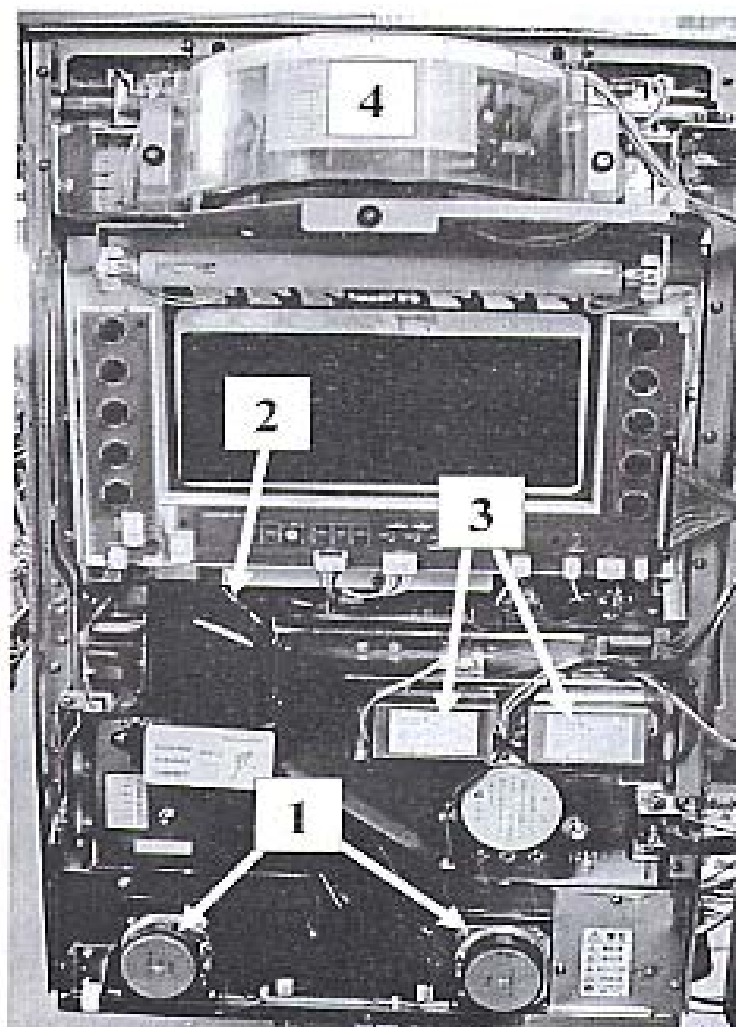
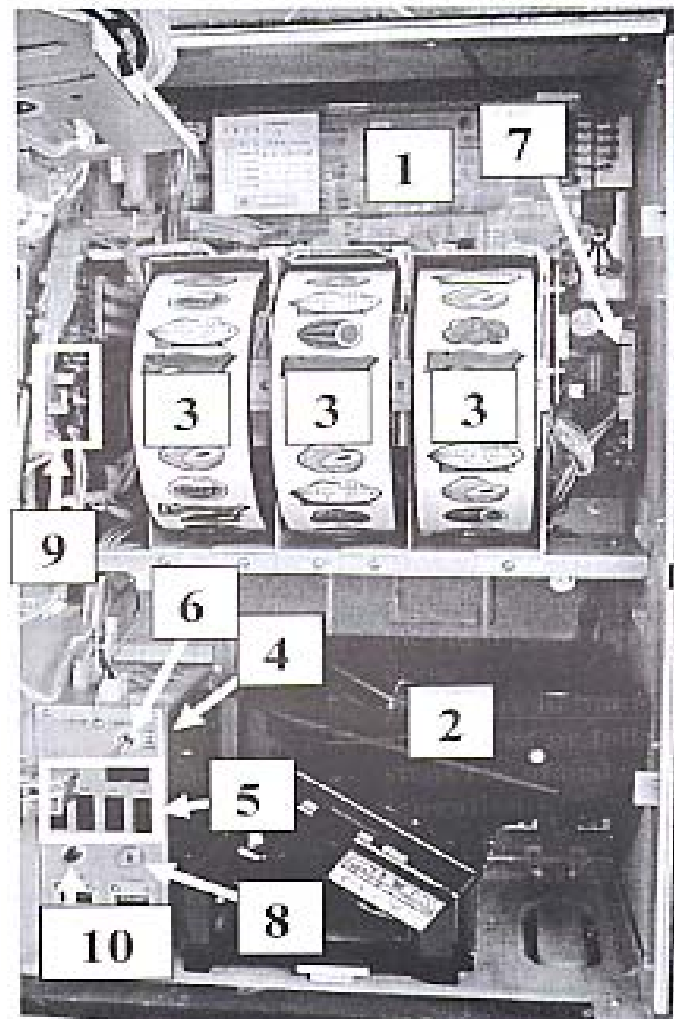


Diagram 2A Internal Door View



1. Speakers 2. Coin mech. 3. Light Ballast
4. Fourth Reel

Diagram 2B (internal view)



- 1. CPU
- 2. Hopper
- 3. Reels
- 4. Power supply
- 5. Fuses
- 6. On/off switch
- 7. Stop button interface board

- 8. Program key lock
- 9. Volume
- 10. Reset

CHANGING THE SKILL LEVEL

Look at the table to see what skill level you want to set; level (1) pays the least and level (6) the most.

LEVEL	ONE TOKEN	TWO TOKENS	THREE TOKENS
1	76.3%	80.7%	92.9%
2	80.2%	85.1%	97.7%
3	82.0%	87.5%	101.1%
4	84.6%	90.4%	105.1%
5	85.7%	92.1%	107.3%
6	88.8%	97.6%	112.1%

TO CHANGE THE SKILL LEVEL

1. Open the door
2. Turn off the machine
3. Insert the program key (internal key) and turn clockwise
4. Turn on the machine
5. Look at the front panel and find a window located either above the spin lever, or a window labeled payout, or in the top panel, and you should see a number ranging from (1) to (6), maybe (01) to (06). This may take a few seconds for the number to appear.
6. Use the reset switch to change the number.
7. Press the spin lever down once to lock in choice
8. Turn program key back to vertical position, notice the MEDAL light flashes, you are now in normal play mode.

To check what level you are playing: open the door and turn the program key on. The display where you observed the changing numbers when changing the skill level will display what level the machine is set on. For no change, just turn the program key off.

[CONT'D FROM PAGE 1]

WINNING

The front panel has a legend that indicates what you win when you match certain combinations of symbols.

CREDIT BUTTON

Somewhere on the front panel is a button that will switch the machine from pay out winnings to accumulate winnings in the credit window. The most credits that the machine will hold is 50. Any amount of credits over 50 will automatically pay out.

If you have credits showing in the credit window you may use these credits to bet by pressing the BET (start) button.

To convert your credits to medals, press the credit button and the machine will pay the amount shown in the credit window.

BONUS PLAY

Bonus play varies some from model to model, but in general, this is how to play after you have matched a "-7-7-7-".

Once you have matched a "-7-7-7-" the machine will generally play a tune of some sort and usually some lights will be flashing.

Congratulations!!! You are now in BONUS PLAY or BIG CHANCE mode. Notice that on some models the "-7-7-7-" on the front panel will light and the (1) through (8) numbers will also light. This will help you keep track of where you are in the bonus mode.

[*BONUS PLAY* CONTINUED ON NEXT PAGE]

The machine is giving you the opportunity to bet either one medal or it may let you play three. To find out, press the bet button. Now spin and stop the reels. Usually you are a winner resulting in a payout. Continue to bet, spin and stop the reels and getting your payout.

Generally, the routine goes through seven of these spins then the machine will allow you to bet up to three medals for seven times. This will cause one of the lighted 7's on the front panel to go out. You will go through the one medal for seven times then back to three medals for seven times, and another 7 will go out, etc. When the third 7 goes out you are back in normal play. **Should you not want to go through this bonus process, you can cancel by resetting the machine.**

RESETTING THE MACHINE

Locate the reset button. On most machines this switch is located close to the program key (usually a push button, but sometimes a lever), or it may be located in the front panel, utilized by turning the front panel key in the opposite direction from opening the door.

If you are in bonus mode and want to get out: (NOTE: These steps must be followed exactly in the order listed. Following steps out of order will cause problems in the machine's operation.)

1. Open the door
2. Turn the machine off
3. Turn the program key to "on"
4. Turn the machine on.
5. Wait for a number in the payout window (usually on the front of the machine with numbers 1 – 6) then press the start lever.
6. Turn the program key to "off" and remove it.
You are now able to resume normal play.

TROUBLE SHOOTING

CAUTION: Many machines are top-heavy, so when the door is open they have a tendency to fall forward.

1. *Problem:* The machine will not accept coins AND/OR the 'INSERT MEDAL' light does not flash.

Solution: The machine is probably in PAYOUT MODE, in which the machine will only accept up to three tokens at a time. If this doesn't solve the problem, it may be one of the following:

- A. Check for stuck bet, pay out or spin lever button
- B. Stuck or in-operative reset switch
- C. The machine may have been reset incorrectly. See **RESETTING THE MACHINE**, page 6

2. *Problem:* How do I change the skill level?

Solution: See page 4 **TO CHANGE THE SKILL LEVEL**.

3. *Problem:* The reels won't spin.

Solution: Check for loose connections or buttons that may be stuck or jammed.

4. *Problem:* The reels won't stop spinning.

Solution: Check the fuses on the stopboard. (They may need to be replaced.)

5. *Problem:* The machine has gone into error mode and is flashing a code on the digital display.

Solution: Here are some of the codes and their meaning when an error occurs.

CODE	MEANING
C2 (or another number)	Coin jam in the coin mechanism
HE or HJ (some machines have "E" and a number instead)	Hopper jammed

Most problems can be traced to one of the above causes.

